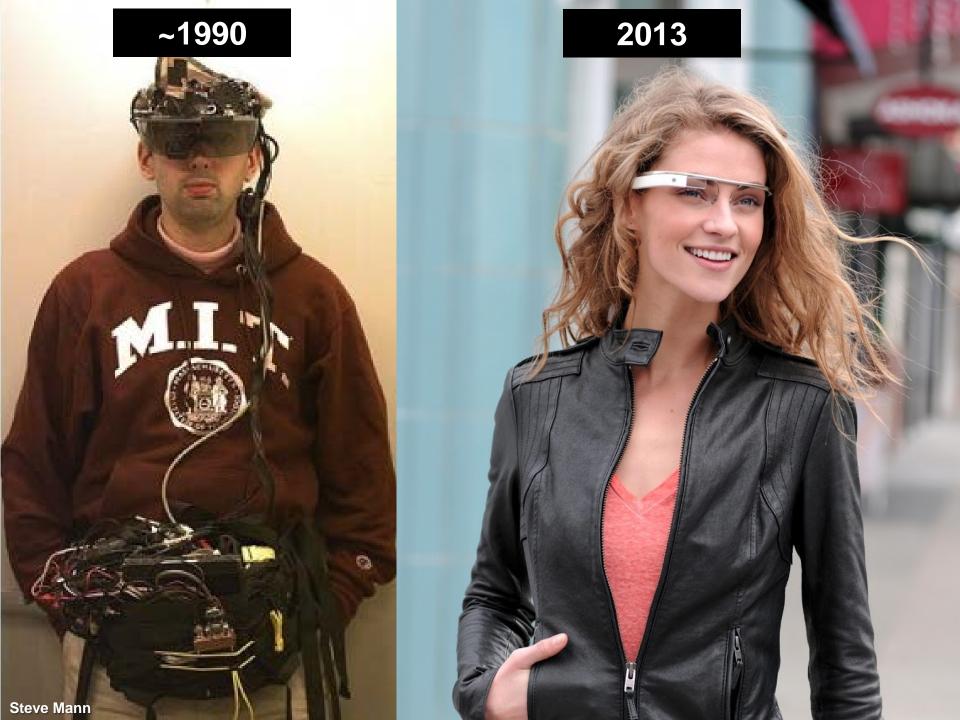
# Summarizing Egocentric Video

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# Goal: Summarize egocentric video

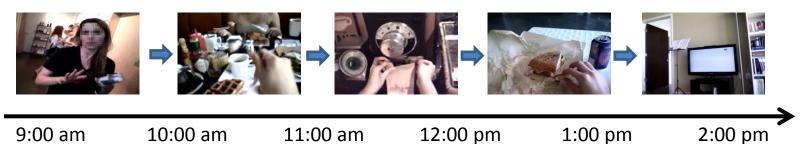


Wearable camera



#### **Input:** Egocentric video of the camera wearer's day





**Output:** Storyboard (or video skim) summary

# Potential applications of egocentric video summarization



Memory aid

Law enforcement

Mobile robot discovery

# What makes egocentric data hard to summarize?



- Subtle event boundaries
- Subtle figure/ground
- Long streams of data

# Prior work

### • Egocentric recognition

[Starner et al. 1998, Doherty et al. 2008, Spriggs et al. 2009, Jojic et al. 2010, Ren & Gu 2010, Fathi et al. 2011, Aghazadeh et al. 2011, Kitani et al. 2011, Pirsiavash & Ramanan 2012, Fathi et al. 2012,...]

#### Video summarization

[Wolf 1996, Zhang et al. 1997, Ngo et al. 2003, Goldman et al. 2006, Caspi et al. 2006, Pritch et al. 2007, Laganiere et al. 2008, Liu et al. 2010, Nam & Tewfik 2002, Ellouze et al. 2010,...]

→ Low-level cues, stationary cameras
→ Consider summarization as a sampling problem

# Our idea: Story-driven summarization



[Lu & Grauman, CVPR 2013]

# Our idea: Story-driven summarization

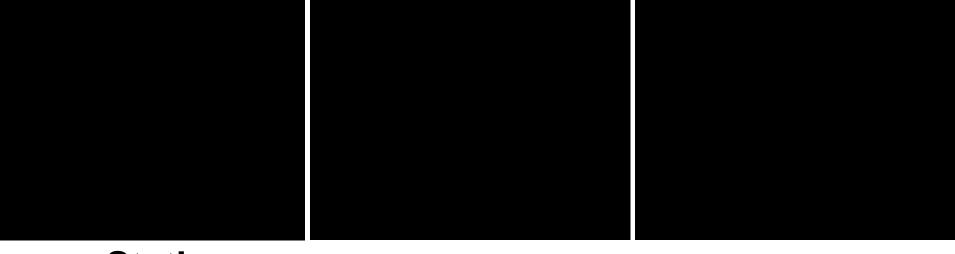
Good summary captures the progress of the story

- 1. Segment video temporally into subshots
- 2. Select chain of *k* subshots that maximize both weakest link's influence and object importance

[Lee & Grauman, CVPR 2012; Lu & Grauman, CVPR 2013]

# Egocentric subshot detection

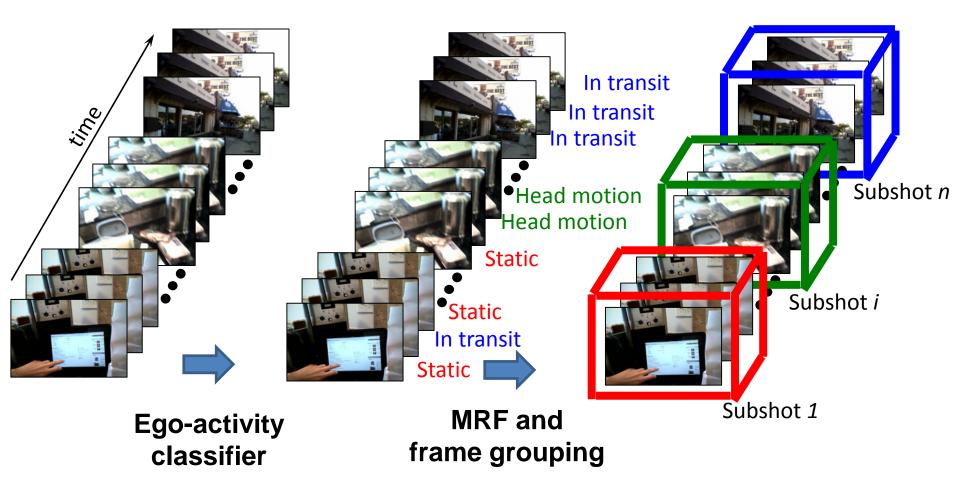
Define 3 generic ego-activities:



~Static In transit Head moving

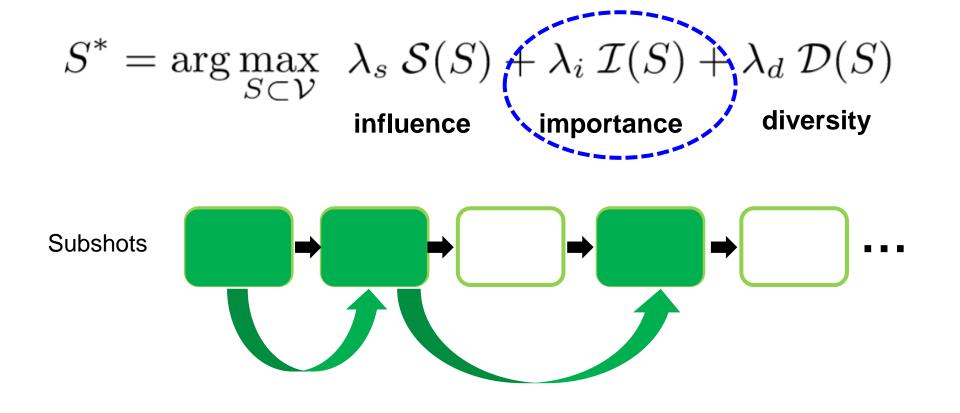
- Train classifiers to predict these activity types
- Features based on flow and motion blur

# Egocentric subshot detection

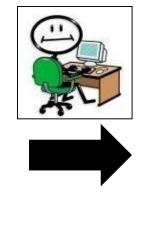


# Subshot selection objective

Good summary = chain of *k* selected subshots in which each influences the next via some subset of key objects







Man wearing a blue shirt and watch in coffee shop

Yellow notepad on table

Coffee mug that cameraman drinks

• First task: watch a short clip, and *describe in text* the essential people or objects necessary to create a summary



Man wearing a blue shirt and watch in coffee shop



Yellow notepad on table



Coffee mug that cameraman drinks



Iphone that the camera wearer holds



Camera wearer cleaning the plates

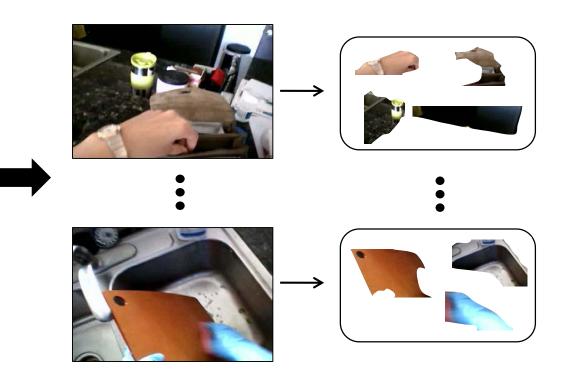


Soup bowl

 Second task: draw polygons around any described person or object obtained from the first task in sampled frames



Video input

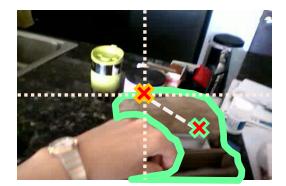


Generate candidate object regions for uniformly sampled frames

#### **Egocentric features**:



distance to hand



distance to frame center







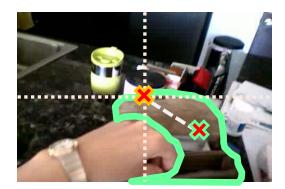


frequency

#### **Egocentric features**:



distance to hand



distance to frame center



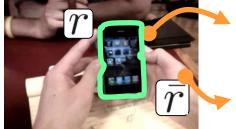


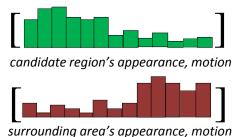




frequency

#### **Object features**:



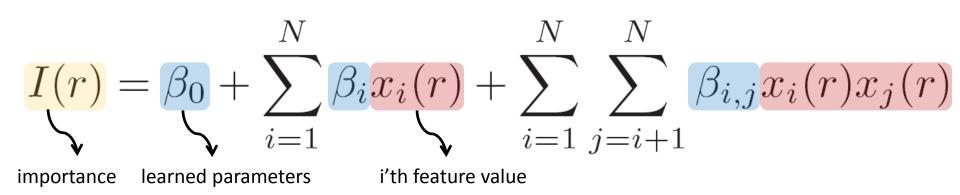


"Object-like" appearance, motion [Endres et al. ECCV 2010, Lee et al. ICCV 2011]

**Region features**: *size*, *width*, *height*, *centroid* 



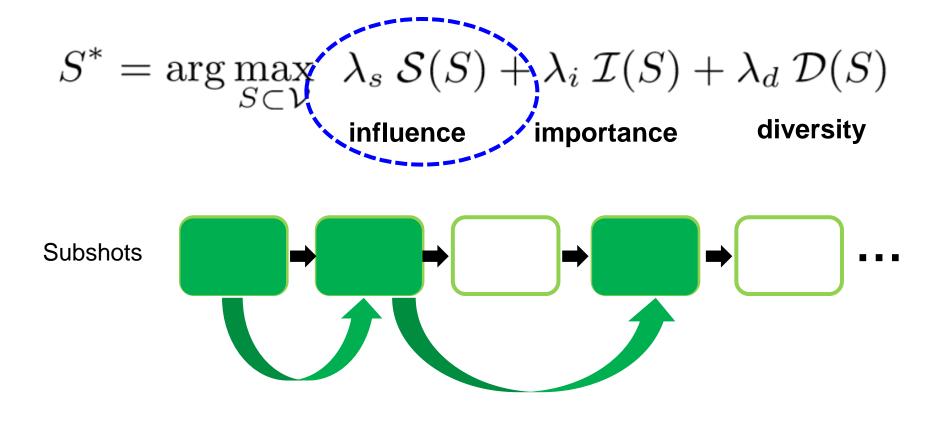
overlap w/ face detection



- Regressor to predict a region's *degree* of importance
- Expect significant interactions between the features
- For training:  $I(r) = \frac{|GT \cap r|}{|GT \cup r|}$
- For testing: predict I(r) given  $x_i(r)$ 's

# Subshot selection objective

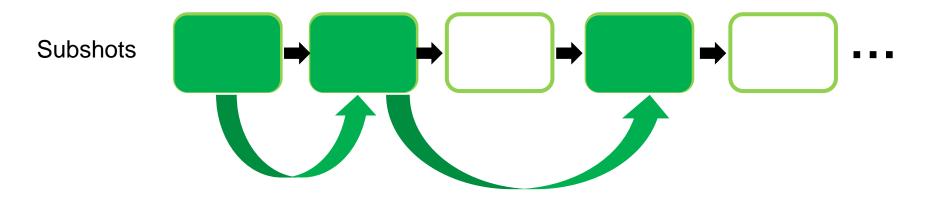
Good summary = chain of *k* selected subshots in which each influences the next via some subset of key objects



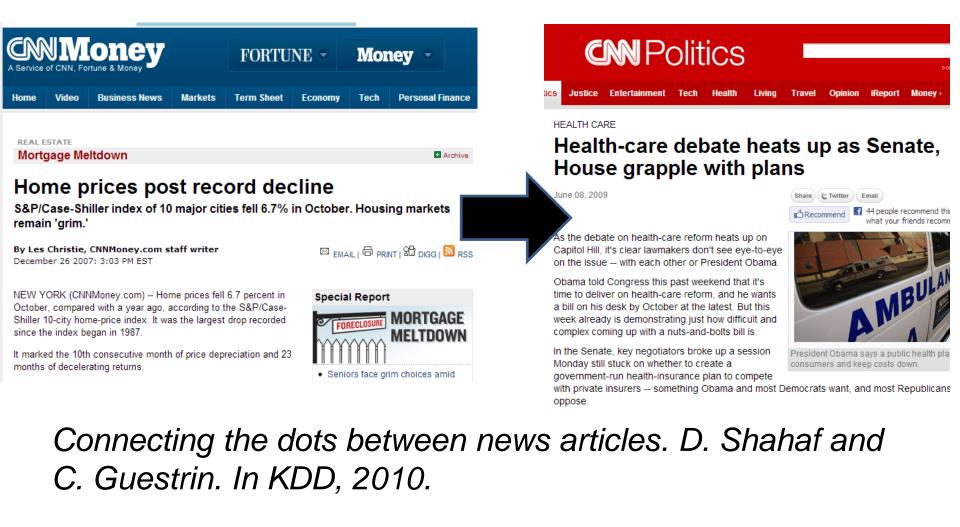
# Influence criterion

• Want the *k* subshots that maximize the weakest link's influence, subject to coherency constraints

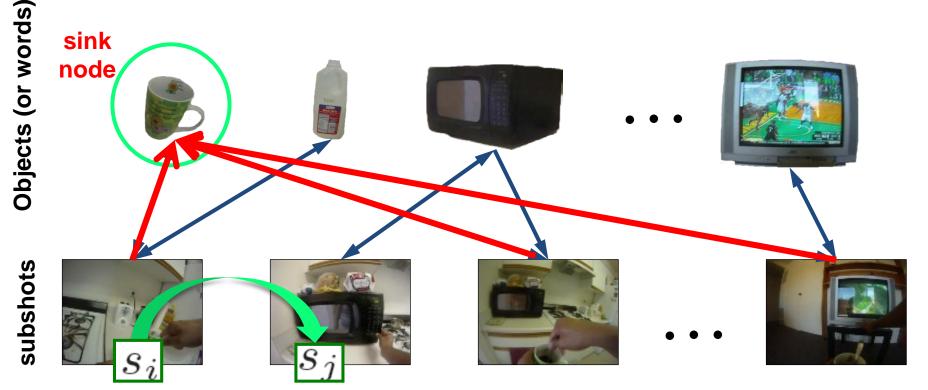
$$\mathcal{S}(S) = \max_{a} \min_{j=1,\dots,K-1} \sum_{o_i \in O} a_{i,j} \text{Influence}(s_j, s_{j+1}|o_i)$$



### Document-document influence [Shahaf & Guestrin, KDD 2010]



# Estimating visual influence



INFLUENCE
$$(s_i, s_j | o) = \prod_i (s_j) - \prod_i^o (s_j)$$

Captures how reachable subshot *j* is from subshot *i*, via any object *o* 

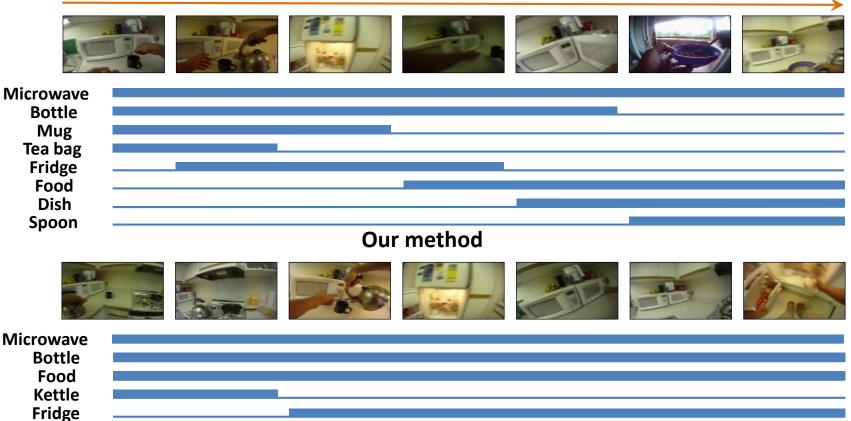
# Estimating visual influence

 Prefer small number of objects at once, and coherent (smooth) entrance/exit patterns

				and the second	
Microwave Bottle					
Mug Tea bag Fridge Food					
Food Dish					
Spoon		0	method		

# Estimating visual influence

 Prefer small number of objects at once, and coherent (smooth) entrance/exit patterns



**Uniform sampling** 

# Subshot selection objective

Good summary = chain of *k* selected subshots in which each influences the next via some subset of key objects

$$S^* = \arg \max_{S \subset \mathcal{V}} \lambda_s S(S) + \lambda_i \mathcal{I}(S) + \lambda_d \mathcal{D}(S)$$
  
influence importance diversity  
Subshots

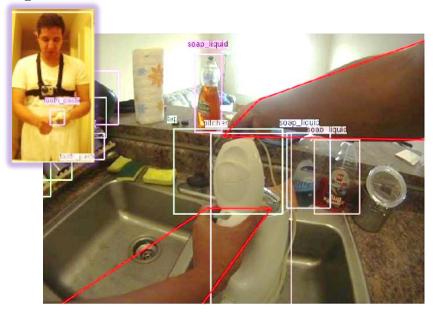
Optimize with aid of priority queue of (sub)-chains

# Datasets

#### UT Egocentric (UTE) [Lee et al. 2012]



#### Activities of Daily Living (ADL) [Pirsiavash & Ramanan 2009]



4 videos, each 3-5 hours long, uncontrolled setting.

We use visual words and subshots.

20 videos, each 20-60 minutes, daily activities in house.

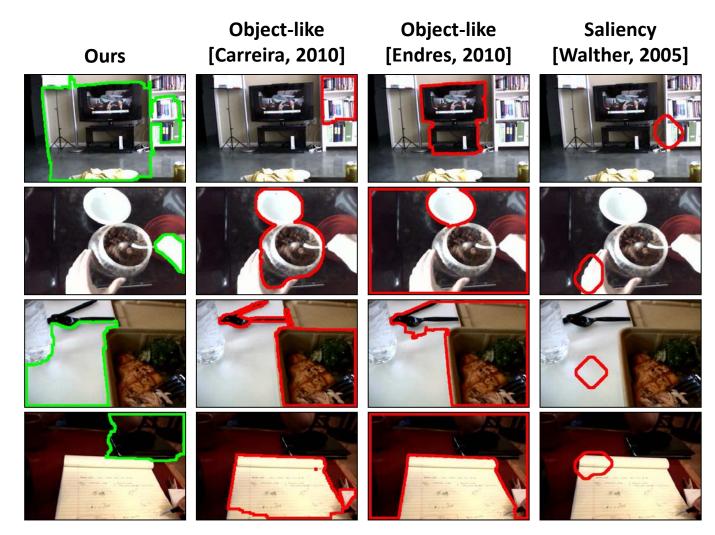
We use object bounding boxes and keyframes.

### **Results: Important region prediction**



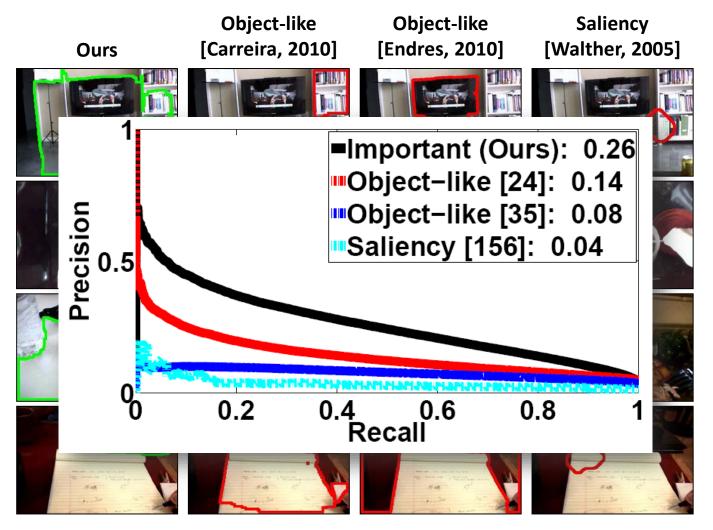
#### **Good predictions**

### **Results: Important region prediction**



#### **Failure cases**

# **Results: Important region prediction**



**Failure cases** 

### Example keyframe summary – UTE data



#### **Original video (3 hours)**



#### **Our summary (12 frames)**

### Example keyframe summary – UTE data

Alternative methods for comparison





Uniform keyframe sampling (12 frames)

[Liu & Kender, 2002] (12 frames)

# Example summary – UTE data

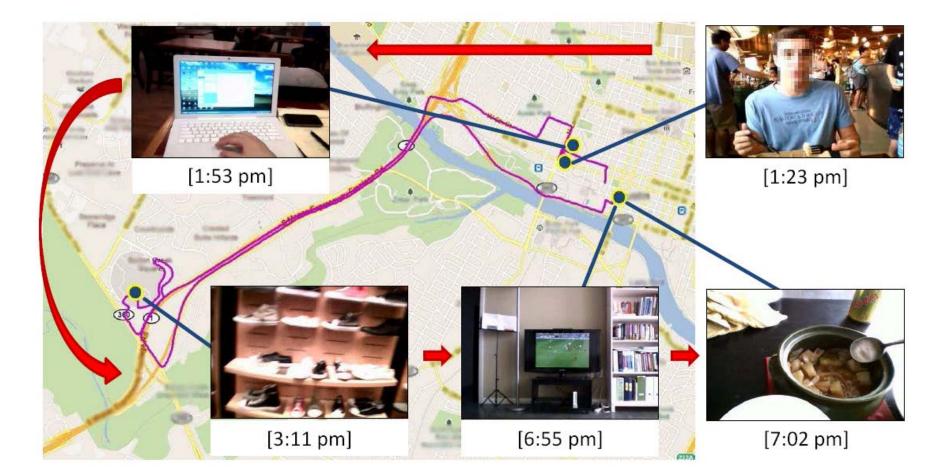




### Ours

### **Baseline**

# Generating storyboard maps



#### Augment keyframe summary with geolocations

[Lee & Grauman, CVPR 2012]

# How to evaluate a summary?

- Blind taste tests: which better captures...?
  - Your real-life experience (camera wearer)
  - This text description you read
  - The sped up original video you watched
- Compared methods:
  - Uniform sampling
  - Shortest path on subshots' object similarity
  - Importance-driven summaries (Lee et al. 2012)
  - Event-detection followed by sampling
  - Diversity-based objective (Liu & Kender 2002)

# Human subject results: Blind taste test

### How often do subjects prefer our summary?

Data	Uniform sampling	Shortest-path	Object-driven Lee et al. 2012
UTE	90.0%	90.9%	81.8%
ADL	75.7%	94.6%	N/A

34 human subjects, ages 18-6012 hours of original videoEach comparison done by 5 subjects

Total 535 tasks, 45 hours of subject time

# Next steps

- Summaries while streaming
- Multiple scales of influence
- Object-centric  $\rightarrow$  activity-centric?
- Additional sensors
- Evaluation as an explicit index

# Summary

• Have more video than can be watched!

### $\rightarrow$ Need summaries to access and browse

- First person story-driven video summarization
  - Egocentric temporal segmentation
  - Estimate influence between events given their objects
  - Category-independent region importance prediction



Activation pattern of influential visual words

# References

- Discovering Important People and Objects for Egocentric Video Summarization. Y. J. Lee, J. Ghosh, and K. Grauman. In Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition (CVPR), Providence, RI, June 2012.
- Story-Driven Summarization for Egocentric Video. Z. Lu and K. Grauman. In Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition (CVPR), Portland, OR, June 2013.